Katharina Reimer

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SKILLS

Languages: C/C++, C#, CSS, HTML5, **Java**, JavaScript, OCaml, **Python**, R, Ruby, **SwiftUI**
Frameworks: Bootstrap, Docker, Git, Godot, **React**, Kubernetes, pandas, scikit-learn
Systems: CAD, FigJam, Figma, GitHub, IntelliJ, Linux, MySQL, NodeJS, VS Code, Unity

EDUCATION

B.S. Applied and Computational Mathematical Sciences — Expected Graduation: **June 2026**
University of Washington – *Seattle, WA* — GPA: 3.57

PROJECTS

Saintsblade TTRPG Website | *Full Stack Developer* — **March 2024-Present**

- Collaborated on a cross-functional team to develop a website presenting a new tabletop role-playing game.
- Utilized data ingestion and querying to process user data and **Google Cloud** to deploy the application, while also creating a **REST API** to allow users interactive access to created characters and game materials.
- Enhanced proficiency in **UI** and **web development** through completing **100+ hours** of online courses and hands-on projects, resulting in successfully implementing interactive design elements.
- Applied open-source game engines to allow users access to gameplay within the application.

Bit Connect | *Backend Developer* — **January 2024-April 2024**

- Led backend on a **Java** social networking application aimed to connect students in person using hypothetical location data and filtered matches between users based on fields of study and interests.
- Teamed with students using **Figma** in the WINFO Hackathon 2024, continuing further implementation.
- 9-hour initial build with **algorithm architecture** draft and three-month deliverable design implementation, drafting the source code with **JVM** and **Gradle**, and creating the program with **Swift**, employing version control.

Machine Learning Capstones | *BYJU's FutureSchool* — **August 2020 - November 2022**

- Excelled in weekly online **Python** training program of 200+ sessions with accompanying projects, learning **machine learning** and **data modeling** techniques.
- Mastered **data cleaning/visualization** and statistical representation techniques through over 100 hands-on data science and analysis projects with large datasets from various international sources.
- Gained coding experience and deepened knowledge of over 10 machine learning models, such as Linear/Logistic Regression, Random Forest Classifier, and Fast Fourier Transformations.

RELEVANT COURSEWORK

Introduction to Database Systems (CSE 414)
Data models, query languages, transactions, database tuning, data warehousing, and parallelism.

Programming Languages & Implementation (CSE 413)
Concepts/implementation strategies for programming languages; analysis of computer science and computer engineering.

Intermediate Programming Concepts And Tools (CSE 374)
Memory management, Linux CLI systems for compilation, and development tools like documentation and code review.

Data Structures & Algorithms (CSE 373)
Hash tables, priority queues, graphs, balanced trees, asymptotic analysis, sorting algorithms, and graph algorithms.

WORK EXPERIENCE

Full Stack Developer | *PeakMind* — **March 2024-Present**

- Worked on a team to create a gamified mental health app aimed at giving users accessible and friendly resources, using **artificial intelligence** and **natural language processing** to offer personalized recommendations.
- Worked on the front end to convert designs to useable interfaces, quickly picking up **SwiftUI** and **app development**.
- Honed communication skills and time management, working on a team of 7 to deliver on a fast-paced **software development cycle**, earning top spots in various app design competitions.
- Spearheaded a feature to track users' mental health data to give users custom plans using **machine learning** to analyze the large data set and use various psychology sources to give accurate feedback.

Research Assistant | *UW Experimental Mathematics Lab* — **January 2024-March 2024**

- Utilized a new programming language (Lean), which formalizes mathematical proofs, revolutionizing mathematical research by implementing a new technology.
- Translated the curriculum of an upper-level math class into the new programming language, allowing students to grasp the material better and understand the new language.